

# Training Model Games Experience Learning Activity for Instructors and Manager of Kampung Emas Seyegan Sleman Outbound Training Facility

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## ABSTRACT

Outbound activities that actually aim to improve the quality of human resources are shifting to recreational activities, so efforts must be made to return outbound activities to their proper goals. Learning that is in contact with the natural environment can increase togetherness, cohesiveness, unity, and be able to inspire, this is because nature is a good learning medium and material, and nature is the right environment for character development. One of them is outbound training.

Outbound is a method of training and human resource development in the context of personal *development* and team *development* based on experiential learning through outdoor activities using educational and adventure games. Changes in the quality of participants are greatly influenced by the activity program developed by the trainer, but in reality the trainer's competence regarding efforts to develop sportsmanship character is still not optimal. Coach competency based on educational qualifications requires development. The big problem with outbound activities cannot be separated from the quality of human resources (HR) trainers and administrators. The solution that can be taken is to update the activity process with activities that are scientifically proven to be appropriate, effective, efficient and appropriate to Indonesian cultural conditions. The service team has carried out service activities in the form of training and implementing a "*GEL (Games Experience Learning)*" based activity model for trainers and administrators of Outbound Training rides throughout Sleman Regency. The activity model proposed for implementation is the result or product of the service team's dissertation research. The problem of the quality of human resources for trainers or instructors will be resolved through training. PKM takes the form of education for trainers, outbound ride managers throughout Sleman Regency. Participants numbered 30 personnel. The service team with their respective expertise will manage time and plan activities within 2 days of education and 3-5 months of mentoring so that the trainers and administrators are able to implement the *GEL*- based activity model optimally so that changes in the participants' character can be realized. PKM has been implemented in several stages, namely: the service team identifies, coordinates with partners to obtain initial data on qualifications, trainer profiles, activity administrators in Seyegan District, Sleman Regency. Coordination and information with prospective participants regarding rules and regulations, administrative requirements, implementation, until the requirements are declared suitable or competent, is carried out and after implementation, the expected target can be achieved, proven by a skills test by the instructor with the decision that all participants are suitable to serve as outbound guides.

Kata Kunci: *Keywords: training, games, character.*